



# Learning with Britannica Software.

## A Family Affair.

**W**elcome to the Britannica Software family. It's the one software family that has something for everyone in *your* family.

There's software to help your children (from pre-schoolers to high-schoolers) excel in their studies. Software to assist everyone in the family in writing, organizing, creating and more. There's even software that teaches you how to make your money make money.

The Britannica Software family is a great way to bring *your* family together. Which is exactly what you'd expect from Encyclopædia Britannica.

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# DesignWare

*The beauty of DesignWare is not just that it's fun—but that it helps improve your child's schoolwork.*

There's no question that DesignWare programs are packed with fun. Any child can tell you that.

But it takes more than fun to make educational software effective. That's why each DesignWare program has been developed around school-based subjects. And designed to be modified to include your child's actual schoolwork assignments.

Whether your child needs extra help—or an extra challenge—in school, DesignWare programs are the perfect way to make learning come alive.



But don't take our word for it. See what your children have to say about DesignWare.

## Things to look for in buying software

### Is it fun?

If it's fun, it's motivating. Which means your children will want to use it. And you can be confident that they're really learning.

### Can you add your own homework assignments?

Many software programs, like DesignWare programs, make it easy to add the exact material your child is studying in school.

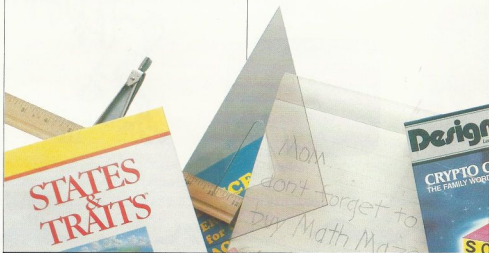
For example, you can add new spelling lists to the spelling programs. Enter the kinds of math or grammar problems your child is currently studying. Or type in the social studies facts he's going to be tested on this term.

### Are there different levels for your child's needs?

No two children have exactly the same learning needs. So look for programs that start each child at his or her own level. Also, if you can change a program as your children's skills improve, they won't become bored or outgrow it.

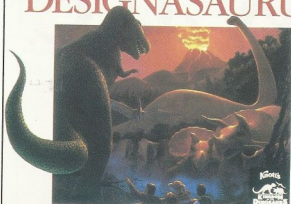
### Does the program have built-in demonstrations?

Built-in demonstrations make it easy for your child to quickly grasp the rules and objectives of the learning game. And they allow parents and teachers more time for other teaching activities.



Britannica Software

# DESIGNASAURUS™



Learn to live, eat and survive  
as the dinosaurs did long ago.  
Design, print and display  
your own dinosaurs today.  
For dinosaur lovers of all ages.

By **DesignWare**

Learning software designed to grow with you

## Three *dino-mite* activities for dinosaur lovers of all ages.

There's so much to do—and learn—with *Designasaurus*. Because it's actually three programs in one: Build-A-Dinosaur, Print-A-Dinosaur and Walk-A-Dinosaur.

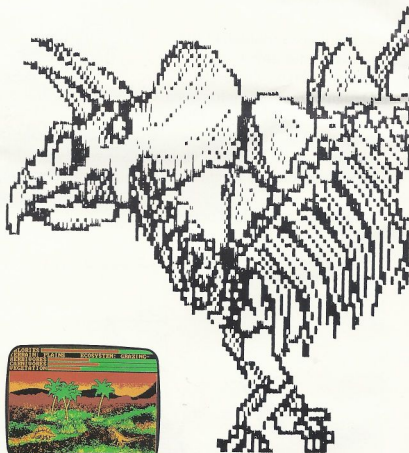
Put together your very own prehistoric giants with Build-A-Dinosaur. It's easy. And it's fun. Just pick out the head, neck, body and tail you want from the museum's collection of fossilized dinosaur bones. Then piece them all together. Give your new creation its own special name. And print it out (in three sizes) complete with information on its chances for survival.

You can print out 12 different dinosaurs with Print-A-Dinosaur. And each dinosaur print-out comes with descrip-

tions and information. Select from sizes: report, poster or jumbo. Color paint them. Hang or frame them. You can even wear them when you print them on a T-shirt.

In Walk-A-Dinosaur, you learn to survive as a Brontosaurus, Stegosaurus or Tyrannosaurus Rex. Roam the earth 200 million years ago—through Jurassic forests, Precambrian swamps and the Utah plains. Eat the right foods along the way. Avoid certain predators. And watch for natural disasters. Everything you do affects the delicate ecological balance. So watch for variables like *herbivores*, and *carnivores*. And see if you can live long enough to win a certificate to the Dinosaur Hall of Fame.

All Ages  
Apple IBM C-64 //gs



*Designasaurus*





# When you're a newsreporter grammar's your bag.

Become the Editor-in-Chief of a Big City Newspaper. With *Grammar Examiner*.

You'll certainly learn grammar in this game. Because when you're a newsreporter you *have* to master grammar fast!

You start out as a cub reporter—editing stories that come in over the newswire. With a little bit of luck—and a lot of good grammar skills—you work your way up to editor-in-chief.

There are four different game boards. And hundreds of grammar problems including punctuation, capitalization, verb tenses, subject-verb agreement, adverb and adjective usage and homonyms.

You can even create your own games based on new grammar problems—or on facts from any other subject. Like history, science or geography. However you use *Grammar Examiner*, it's loads of fun for the whole family. Ages 10 to Adult

IBM C-64



The Grammar Examiner

## Five ways to make schoolwork more fun.

1. Try to provide a special area that's just for completing homework assignments.
2. Make homework assignments a vital part of dinnertime conversation.
3. When possible, give children examples of how their studies apply to everyday life. Also, supply props or plan field trips that relate to their studies.
4. Focus on successes with support and encouragement. And help them learn from mistakes.
5. Give your children software programs that parallel what they're learning in school. Look for software that can be tailored to your child's assignments.

## The GRAMMAR EXAMINER



by DesignWare

Edit your way to the top of The Grammar Examiner newspaper with this humorous and challenging family game of English grammar.

For ages 10 and above



# Soar through spelling with flying colors.

Britannica Software

## SPELLICOPTER



Pilot through crowded skies above mountainous terrain to rescue letters of secret words.

By **DesignWare**

Learning software designed to grow with you



Spellicopter

### For the action-oriented, quick thinker: *Spellicopter*

Spellers fly a helicopter through clouds, over towering mountains and around UFOs—rescuing stranded letters that spell words.

Children must pick up their letters in the correct spelling order, then return to homebase before their fuel runs out. As pilots (and spellers) become more experienced, they move on to higher difficulty levels with harder words and more dangerous flying hazards.

Choose to view your spelling words in or out of context. Add your own spelling homework lists. Or add other homework facts—like foreign languages or geography. You can even turn *Spellicopter* into a fun (and learning) filled trivia game.

Ages 6-10

Apple IBM C-64/ATARI

## What's your child's learning style?

*In addition to learning at different rates, children also have different styles of learning.*

*One child may be analytical and reflective—carefully turning over every angle of a problem. For this child, choose strategic learning games.*

*Another child may be result-driven—one who looks for (and usually finds) immediate answers to a problem. Action games work best here.*

*Of course, there are the many children who fall—in varying degrees—between the analytical and result-driven learners.*

*There are different styles of software—designed for different children. As a parent or teacher, you must assess which software would be best for your child or student.*

A b c D e f G h i

# Three more ways to spell "success."



For the  
problem solver:

### Spellagraph

If they like rebuses—picture and letter puzzles—they're going to love *Spellagraph*. Players are shown panels covering a rebus. And as you spell each word correctly, the panels are removed and the rebus revealed.

Spelling words are chosen from the popular Silver Burdette spelling program.

Apple IBM C-64

Ages 7-14

Learn the magic  
of correct spellings:

### Spellakazam

When your child picks the letters that correctly spell a word, a magician releases animals from his hat in this action maze game. *Spellakazam* lets your child start at his own level. Word lists are organized by rules and grade levels. And there's help for misspelled words.

Ages 7-11

Apple IBM C-64

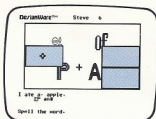
For word game lovers:  
*Cryptocube*

It's a word game, spelling teacher and vocabulary-builder in one! Guess the letters behind the boxes and figure out the words on four sides of a rotating cube.

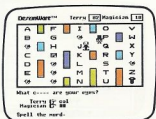
With its built-in puzzle generator, this game can grow with your family for years.

Ages 8 to Adult

Apple IBM C-64



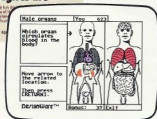
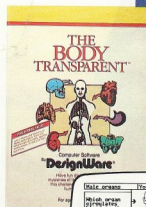
Spellagraph



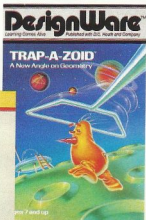
Spellakazam



k I N n o P a r S t u V w A Y Z



The Body Transparent



Take the most incredible journey of all!

### The Body Transparent

Inside the human body... Move bones and other organs to their correct locations. Learn what functions different body parts perform. Like where food is digested. What kidneys do. And much more.

Choose between a male or a female body. Then choose from multiple difficulty levels. Finally, add your own biology homework questions. Or turn it into a two-player trivia match.

Ages 10-16

IBM C-64



Which doesn't belong? Square • Zoid • Heptagon Trapazoid

If you said "Zoid," you're right! Which is why you draw triangles, squares, parallelograms and lots of other geometric shapes to trap the Zoids. And get them off your planet.

Select the shapes you want to use to trap the Zoids. Then opt for bonus questions.

Ages 7-14

IBM C-64

## The algebra game that puts students (even parents!) at the controls.



Mission: Algebra

## MISSION: ALGEBRA



Computer Software  
By DesignWare

Master linear equations as you navigate through space with this revolutionary new tool for algebra practice.

Use linear equations where they're really needed: in deep space. *Mission Algebra*

Your sister ship is stranded in deep space and you've got to get her back.

Your only recourse? Using linear equations.

Discover her path by figuring out the equation for the trail she left. Then solve for Y. Finally, plot her course on the stellar map to bring her back.

There are multiple difficulty levels, 40 built-in game paths and thousands of equations. Plus, you can add your own paths—and the program will automatically create the new equations.

Ages 13 and Up

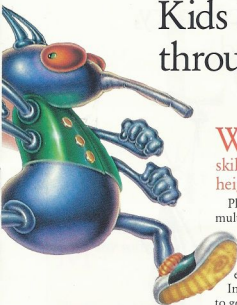
IBM C-64/ATARI

1<sup>2</sup> 3 4 5

6 7 8 9



# Kids love to fly through this one!




When it comes to math skills, they'll soar to new heights. *Math Maze*.

Players learn addition, subtraction, multiplication and division facts as they move a fly, through a maze, collecting math answers. The faster they answer, the more points they earn.

In more difficult levels, a spider tries to get in the way for extra excitement. And kids can try "flying blind" by making the maze walls invisible.

There are 40 different mazes. And several different skill levels. Plus, you can focus on specific types of problems. Like division by 3 or multiplication by 5. You can even design your own mazes to challenge family and friends.

Ages 6 to 11

 IBM C-64/ATARI

Britannica Software

## MATH MAZE



Learn math facts while racing through many exciting and fun mazes.

By **DesignWare**  
Developed with D.C. Heath & Company

Learning software designed to grow with you



Math Maze

# STATES & TRAITS



by **DesignWare**

Test your wits with this exciting and challenging family game of U.S. geography, history and current facts and trivia.

For ages 9 and above

## Travel around the country, or around the world.

As much fun as a cross-country vacation.

### States & Traits

This is a very active and exciting way to study U.S. geography, history and current events.

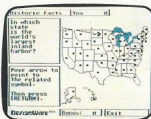
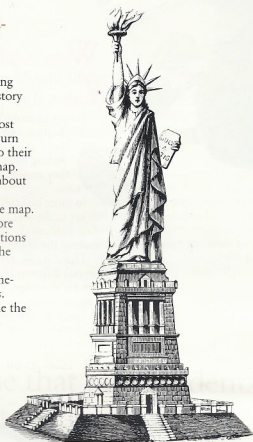
Children everywhere (even most adults) love watching the states turn colors as they move outlines into their correct positions on a big U.S. map. Then, as they answer questions about each state, they drag the correct answers to the right places on the map.

The faster they answer, the more bonus points they get. And questions that are not answered correctly the first time, pop up again later.

Players can add their own homework questions to *States & Traits*. Or they can use it as a trivia game the whole family can enjoy together.

Ages 9-Adult  
1 or 2 players

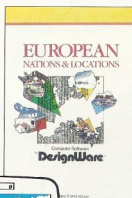
Apple IBM C-64



States & Traits



European Nations & Locations



The next best thing to going there.

### European Nations & Locations

Traveling teaches you more than just geography. You learn about important landmarks, capitals, neighboring countries. Even historical and current events.

The same thing happens when you play *European Nations & Locations*.

Move outlines of countries into their correct locations on the map. Then watch them light up in full color.

You can easily add your own questions to *European Nations & Locations*. So use it to make your homework more fun. Or to liven up an evening with your family or friends.

Ages 9-Adult  
1 or 2 players

Apple IBM C-64

EDUWARE

A Britannica  
Learning Companycomputer  
software

# Algebra 1

- Master number line operations and sets.
- Evaluate simple algebraic expressions and equations.
- Learn key algebra definitions and concepts such as equality.

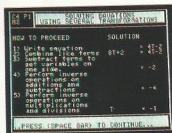
Y

X

 $\pi$  $a^2+b^2=c^2$  $5\sqrt{x}+8$  $=3$ 

high school and above  
apple

All the 5 volumes & 6 editions  
are on 1 disk, not ring.

 $\pi$  $a^2+b^2=c^2$ 

Algebra-1

The Algebra Series – Possibly the most important math program you can buy for your high-schoolers.

When your high-schoolers use the Algebra series, they get a complete approach to every algebraic concept. In fact, each concept is presented through these comprehensive steps:

- Terms & Concepts
- Rules and Applications
- Step-by-step examples
- Problem-solving practice
- Tests and posttests

Each program in the 5 volume Algebra series can be used individually—to work on specific algebra skills. Or you can use the entire series—for a complete first-year high school algebra course. For high school and up



**Algebra 1:** numerals, number lines, number systems and evaluating expressions.

Apple IBM C-64

**Algebra 2:** axioms, solving equations, functions, and inequalities.

Apple IBM C-64

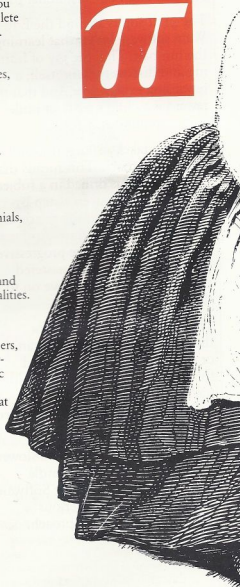
**Algebra 3:** monomials, polynomials, factoring and quadratic trinomials.

Apple IBM C-64

**Algebra 4:** graphing, functions and solving linear equations and inequalities.

Apple IBM

**Algebra 5 & 6:** irrational numbers, radicals, square roots, the Pythagorean Theorem and solving quadratic equations. And a comprehensive posttest on Algebra 1 through 6 that can be printed out.

 $a^2+b^2=c^2$ 

X

Y

 $\pi$ 

X

Y

 $a^2+b^2=c^2$ 

X

Y

 $\pi$



# 5/6

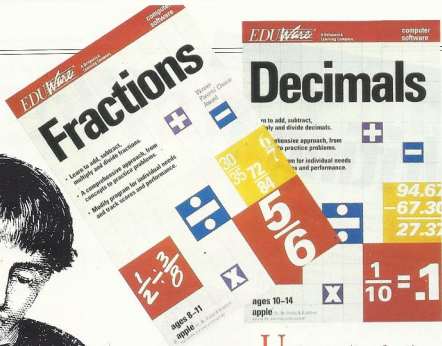


*Getting help in math is serious business.*

All EduWare math programs present their topics in a comprehensive, step-by-step manner. First they teach the concepts. Then, they present the rules, followed by step-by-step applications. Then, and only then, are they actually given problem-solving practice.

Finally, there are tests on everything they've learned. With a built-in way to keep track of their progress.

To make sure your child is getting the best possible assistance in math, make sure EduWare math programs are part of your software library.



Understanding fractions is an important part of everyone's life. Every day.

*Fractions*

EduWare's *Fractions* presents the concepts of fractions in a straightforward, easy-to-follow way.

First, students are taught the rules and their applications. Then the computer shows them (and helps them solve) actual problems. Finally, they're tested to see what they've learned—and what they need to review.

Ages 8 and up



Once they've mastered fractions, they're ready to move on to decimals.

*Decimals*

First students get a thorough introduction to decimals—including rules and applications and sample problems. Then they get problem-solving practice.

Pretests and posttests tell them what they've mastered and where they need extra practice.

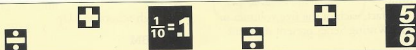
Ages 10 and up



*Fractions*



*Decimals*





EDUwhere

A Britannica  
Company

# Writing 1

- Perfect writing skills through demonstrations and practice editing.
- Master possessives, contractions, subject-verb agreement and more.
- Improve specific skills with this program or use the entire series.

EACH OF THE BOYS  
PLANNED FOR  
THEIR/HIS NEEDS

high school,  
college or business  
apple® IIc, IIe, II plus & IIx edition

*well written!*

Young  
it's body?  
if it's war  
then its lik  
's species  
that

**MODIFIER**  
**PARTICIPLE**  
**VOICESHIFTS**  
**POSSESSIVES**  
**PRECEDENT**



Verbal skills are the keys to college and beyond.

And The Writing Series is the key to developing good verbal skills.

A good grasp of grammar is critical to your child's success. In high school, college and - most importantly - in the working world.

For each grammar rule, The Writing Series gives students more than isolated rules. And more than out-of-context drills.

In fact, each of the five volumes in The Writing Series present different

grammar rules in four comprehensive steps:

- Pretest
- Self-guided explanations and practice exercises
- Paragraph editing
- Tests and Posttests

So whether it's for school, business or personal correspondence, spend some time with The Writing Series. And see what a difference it makes in your writing.

For high school and Up



Five programs in one!!!  
The Writing Series

*Originally—to get the full benefit of The Writing Series—you had to purchase five separate programs. Now these five volumes have been combined, to make one complete and powerful approach to perfect grammar.*

*Each volume in The Writing Series teaches the following concepts:*

**Volume 1:** *possessives, contractions and subject-verb agreement.*

**Volume 2:** *commas, incomplete sentences and pronoun-antecedent agreement.*

**Volume 3:** quotations, pronoun antecedents as subjects and objects and subject-verb agreement.

**Volume 4:** *pronoun-antecedent agreement for relative and indefinite pronouns and degrees of comparison.*

**Volume 5:** *number and gender agreement for compound antecedents, parallel construction and recognizing and correcting shifts in person or voice.*



Writing Series 1-5

# DesignWare Plus

*Powerful? Sure. But also easy-to-learn,  
easy-to-use and easy-to-afford.*

For schoolwork or creative work. For working on home business. Or for working at home.

Whatever it is you're doing—writing a report, putting out a newsletter, creating a poster, studying for an exam or preparing your taxes—programs from DesignWare Plus+ are going to make it easier. Faster. And more efficient.

DesignWare Plus+ programs are easy-to-learn. And easy-to-use. Which is exactly what you need. Because a program that makes your life easier, shouldn't be hard to learn. Or use.

The learning program that teaches you how to learn.

**N**ow you can learn anything!  
*Remember!*

This is the educational tool everyone can use for all kinds of educational subjects. From vocabulary and foreign languages, to history, chemistry, biology and more. And for all age levels, too—from junior high through college and beyond.

Based on proven learning techniques and extensive human memory studies, *Remember!* lets you organize words, definitions, explanations and lists on any topic.

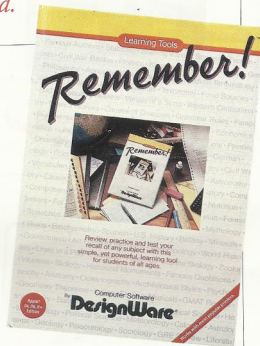
Written, pictorial and musical hints teach you to organize and recall your material. Then *Remember!* lets you test yourself in a variety of ways.

The built-in demonstration gets you off to a quick start. Plus, the comprehensive manual has a fascinating overview on human memory and learning.

So for anyone who ever has to study for anything—from a sixth grade science test to the real estate boards—*Remember!* is a must!

Age 12 to Adult

IBM C-64



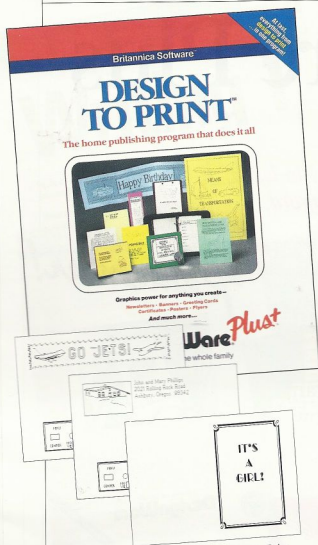
**F**or Foreign Language & SAT Studies:

If you're studying French or Spanish, you can get special vocabulary disks designed specifically to work with *Remember!* And if you're studying for the SAT, there's a special vocabulary and math skills builder created from frequently used SAT words lists.

*French Vocabulary Disk*  
*Spanish Vocabulary Disk*  
*SAT Study Disk*



*Remember!*



Design To Print

# It's true. It's the one printing program that does it all!

For everything from newsletters, banners and greeting cards to flyers, certificates, posters and much more.  
*Design To Print*

Some printing programs let you make cards and banners. Some let you make report covers or certificates. Some are for creating newsletters. And others just for postcards.

But only *Design To Print* lets you do it all. With one powerful but easy-to-use program. Which not only saves you time—because you only learn *one* set of commands. It also saves you money—because you only need to buy *one* program.

You don't have to be a graphic artist to use *Design To Print*. Because it starts you out with easy-to-use icon menus and pre-designed sample formats.

Choose from over 250 illustrations. Or create your *own art*.

Then make them *any size* you want and place them *anywhere* you want. You can rotate them. Or create mirror images of them. And when it comes to type selection, *Design To Print* gives you 30 different styles.

There are word processing capabilities to make it easy to put your ideas into words. And a cut and paste feature to make it easy to combine your words and pictures.

*Design To Print* will probably become one of the most popular programs in your family. Johnny can use it for school projects. Susie can make cards and party invitations. Mom can create posters for her club. Grandma can use it to put out the church newsletter. And Grandpa can print out postcards and billboards for his store.

Best of all, *Design To Print* is fun to use. Why? Probably because it's so *easy* to use. In fact, the only hard part about creating things with *Design To Print* is making sure someone else isn't already using it.

Ages 12 and Up

IBM



## Make managing the business of living a whole lot easier – and even more fun.

So easy even an adult can use it. *W.O.R.K. at Home*

Everyday living. There's a lot that goes into just managing it all! You have to tally numbers, write letters, handle reports and organize lists and files.

Now you can make it all a lot easier. With *W.O.R.K. At Home*. So easy, in fact, that even kids can help. And so much more fun, that they'll *want* to!

*W.O.R.K. At Home* is actually four productivity programs in one. They are:

**Write.** For writing letters, reports, resumes, homework.

**Organize.** For filing addresses, lists, collections and more.

**Report.** For adding tables and lists to include in your writing.

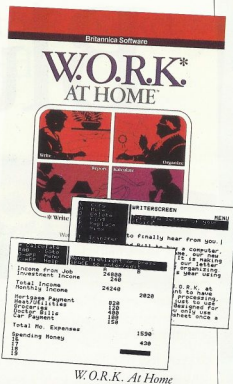
**Calculate.** For budgets, taxes and other kinds of numeric data.

Because *W.O.R.K. At Home* is four programs in one, it saves you time and money. It saves you the *time* it would take to relearn four different programs. And the *money* it would take to buy them.

The simple commands are easy to learn. And once you know how to use one part of *W.O.R.K. At Home*, you'll know how to use them all.

So put your computer to work for you. At home. With *W.O.R.K. At Home*. And discover how quickly you and your whole family can manage the business of living. And how much time you'll have left over for just having fun.

Ages 12 and Up





# Blue Chip

*Where would you like  
to earn your fortune?*

**I**n the stock market? Real estate? Commodities? Would you like to manage your way to the top of a major corporation? Or build a personal investment portfolio for your retirement?

Do you like to take short-term risks? Or do you prefer long-term solid investments? Do you like to manage people? Make decisions? Can you juggle several things at once?

Your talents and preferences will probably steer you towards one kind of investment or another. And with the Blue Chip Series, you can quickly find out which investments are best for you.

Each Blue Chip Series simulation lets you set goals, make investment decisions and commit resources. They all include critical realistic factors. Like changing weather, politics, inflation and other market conditions.

With any one of Blue Chip's powerful and compelling financial simulations you can learn the strategies, the terms, and the mechanics for making your money make money.

## **The most popular stock market simulation of all time.** *Millionaire*

This is the financial simulation game that started the ball rolling for the entire Blue Chip Series. And as you can see (by reviewing the next few pages), it was certainly the start of something big!

*Millionaire* is a stock market simulation in which you start out with \$10,000—and try to work your way up to a million.

In each simulated week (77 in all), you'll trade stocks from *Blue Chip* companies like IBM, GM, and others. Just like *real life*, stock prices are affected by market conditions and world events. You'll even learn about *puts, calls, margins and net worth*.

Ages 12 and Up  
MAC C-64/ATARI

## **New!** *Millionaire 1.2*

All new companies and game scenarios.  
MAC



# Learn to make money in the stock market. No matter which way it's headed.

## New for IBM and Apple! *Millionaire II*

The stock market doesn't always have to go up to make your profits go up. Not if you know what you're doing.

*Millionaire II*, the improved stock market simulation from Blue Chip, is the entertaining way to learn to play the stock market. And a great way to acquire the confidence to invest your own real money.

Novices find it a great way to learn the ups and downs of Wall Street. Experienced traders find it an entertaining way to test out potential strategies. Educators use it as a stimulating and innovative way to teach their students. And brokers can use it to educate new clients.

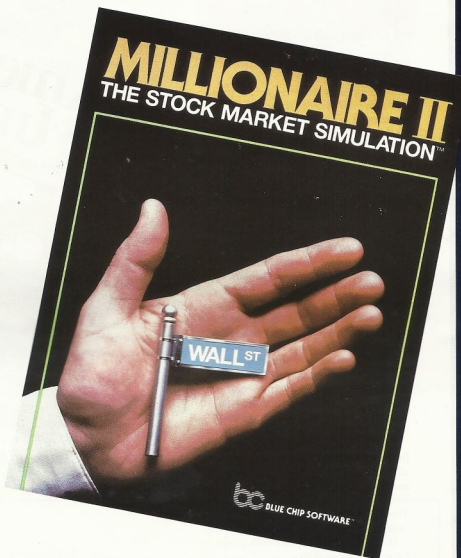
Just like the original *Millionaire*, you start with \$10,000 and try to make a million. And just like the original game, your decisions are based on weekly news events, price fluctuations and market trends.

As you earn money in *Millionaire II*, your status rises—from novice, to investor, speculator, professional, and finally, broker. The farther you advance, the more options you have. Like *buying on margin*, using *puts* and *calls* and *borrowing from the bank*.

There are now 90 weeks of play, new company information, better graphing, color, pull-down menus—even a 2-player option. Plus, you can change interest rates and commissions, calculate interest on cash and *sell short*.

There's a built-in program generator—so you'll never play the same game twice. You can even save games to disk so you can play them at a later time.

So for the ultimate in a stock market simulation—invent in *Millionaire II*. And make making millions even more fun. Ages 12 and Up



*Millionaire II*

Learn to invest like pros do.  
Because no one cares more  
about your money than you.

**The American Investor** can be one of the best investments you'll ever make.

Developed by the pros, for the pros, *The American Investor* is the official simulation of the American Stock Exchange. It includes *real* historical data and information on 47 companies in 10 different industry groups. This is the real thing!

You'll learn the four most important functions of investing: *fundamental research, technical analysis, trading strategies and portfolio management*. So you'll be able to make intelligent, informed and independent investment decisions.

*The American Investor* takes you beyond simple "buy long" and "sell short" strategies. It's a complete introduction to the myriad ways in which you can trade in today's sophisticated market.

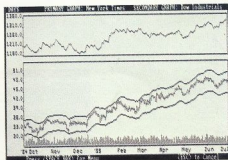
You'll learn about dollar cost averaging, writing call options, short selling, buying contramarket securities and much more. You'll also learn how to leverage your position using margins for even greater investment power.

You'll discover how to read corporate financial reports, understand indicators and ratios, even how to buy options and indexes. And how to use that information to maximize your profits. Then, you'll get to see the results of months of strategic investments.

With *The American Investor's* powerful graphing capabilities, you'll learn to interpret trends and the relationships of indicators. So no matter which way the market turns, *The American Investor* will give you the skills to grasp the complexities of today's market.

Use this official simulation to learn, to test your skills—and your hunches—against those of the top traders on Wall Street. Then use it to profit from the market's ups and downs. In *real life* trading.

IBM



*The American Investor*







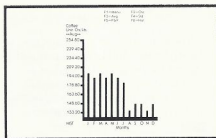
**Tycoon**  
The Play City Series  
SCENARIO • MARKET STRATEGY

Name	Price	Units	Margin
SOY	676 1*	CTS/BU	\$3380
WHT	42		414
CAT			\$2640
		5/LB	\$1664
	110	CTS/LB	\$3333
	149.79	CTS/LB	\$1798

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Ages 12 and Up

 MAC  IBM C-64



THRU—3 200W UNITS  
3rd Vista Ln. Yonkers, NY

Never had a vacant unit—never will! Local U.S. Army munitions plant keeps demand high! Do most out on this explosive growth opportunity!

Sale price (incl. taxes)	\$65,000 (227%)
Down payment	\$14,000
First mortgage	\$52,000 @ 11.0%
Second mortgage	N/A
Closing costs	\$ 1,950
Cash required	\$14,950

Monthly income	\$487
1st Mortgage payment	\$495
2nd Mortgage payment	\$
Operating expenses	\$108
Net cash-flow	\$-117

(See BIZ OPP CRITERIA on p.178)





The Blue Chip Series  
**MANAGING FOR SUCCESS™**  
A MANAGEMENT SIMULATION

Cost of Goods Sold \$399,686  
Direct Labor & Material \$1,050,735  
Manufacturing Expenses \$18,085  
Gross Margin (28%) \$220,000  
Administrative Expenses \$315,117  
Marketing Expenses \$142,967  
Operating Profit \$142,967

IBM PC/XT/AT OR COMPATIBLES (IBM 2.0 or later) - IBM 486 or later recommended



## See how far you can go in “big business”—without waiting around for that “big break.”

### **T**his is your big chance! *Managing for Success*

Always thought you had what it takes to head a multi-million dollar company? But just needed the chance to prove it?

Well, now you've got it. With *Managing for Success*.

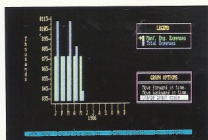
You start out as the CEO of a \$100-million dollar corporation. You'll quickly learn that the most important part of climbing the ranks is making good decisions. Ones that are beneficial to the entire company—not just to your department.

You'll get first-hand experience in dealing with inventories, pricing, marketing, factory operations, and more. And you'll discover the impact of short-term and long-term decisions.

You'll understand financial statements, market and labor reports and other information that's vital to a company's operations.

So put in some time with *Managing for Success*. And see how far you can go.

**IBM**



Take a peek at your financial future—instead of waiting to be surprised.

### **W**ould you like to retire early? Or rich? *Squire*

*Squire* is The Personal Financial Planning Simulation that teaches you to retire a millionaire by the age of 55. Or earlier.

Learn how to set financial goals. And how to create a strategy for achieving them. Utilize a variety of investment tools including stocks, bonds, commodities, real estate, annuities and more.

You'll have to take the inflation rate, taxes, the cost of college educations—even food, insurance and medical bills—into consideration. Because planning for the future with *Squire* is just like the real game of life.

Ages 12 and Up

Apple Mac IBM

*Managing for Success*

# SYSTEM REQUIREMENTS

Brand and Title	System Requirements								
	APPLE memory	IBM memory	C64 memory	3.5" disk(4)	PRINTER	IBM Color GraphicsCard	Hercules graphics	Joystick	Mouse(3)
DESIGNWARE PLUS									
Design To Print	N/A	512k	N/A	available	recom.	required			optional
W.O.R.K. At Home	64k	128k	N/A	available	recom.	compatible	compatible		
Remember!	64k	128k	64k		recom.	required		optional	
BLUE CHIP SOFTWARE									
The American Investor	N/A	512k(1)	N/A	included	optional	optional(2)	optional		
Baron (7)	64k	128k	64k	included	optional†	optional(2)	optional		
Managing for Success	N/A	256k	N/A	included	optional†	optional(2)	optional		
Millionaire II	128k*	256k	N/A	included	optional†	optional(2)	optional		
Millionaire (7)	N/A	N/A	64k		optional†	optional(2)	optional		
Squire (7)	64k	128k	64k	included	optional†	optional(2)	optional		
Tycoon (7)	64k	128k	64k	included	optional†	optional(2)	optional		
DESIGNWARE (5)									
Crypto Cube	64k	64k	64k			required		optional	optional
Designasaurus (6)	128k*	512k	64K	included	recom.	required			
European Nation & Loc.	64k	64k	64k	available		required		optional	recom.
Math Maze	64k	64k	64k	available		required		recom.	
Mission: Algebra	64k	64k	64k	available		required			
Spellagraph	64k	64k	64k	available		required		optional	
Spellakazam	64k	64k	64k	available		required		recom.	
Spellicopter	64k	64k	64k			required		recom.	
States & Traits	64k	64k	64k	available		required		optional	recom.
Trap-a-Zoid	64k	64k	64k			required		recom.	
The Body Transparent	64k	64k	64k	available		required		optional	recom.
The Grammar Examiner	64k	64k	64k	available		required		optional	
EDUWARE (5)									
Algebra-1	64k	128k	64k			required			
Algebra-2	64k	128k	64k			required			
Algebra-3	64k	128k	64k			required			
Algebra-4	64k	128k	N/A			required			
Algebra-5 & 6	64k	N/A	N/A						
Decimals	64k	N/A	N/A						
Fractions	64k	N/A	N/A						
Introduction to Counting	64k	128k	N/A			required			
Spelling & Reading Primer	64k	128k	64k			required			
Webster's Numbers	64k	N/A	64k						
Writing Series 1-5	64k	128k	N/A			required			

All products are supplied in 5.25" disk format. 3.5" disk versions are available for exchange at no charge where indicated. With the exception of Designasaurus, no Apple //gs 3.5" disk versions are available.

All Apple products are available for use on the Apple //c, Apple //e & Apple //gs except where noted, provided of course, you have the the minimum memory and disk drive required.

All IBM products require dual sided drives.

- (1) 2 disk drives, or 1 floppy and 1 hard disk drive required.
- (2) Color Graphics Adapter or Hercules Graphics adapter required.
- (3) Apple mouse version only, except for DTP, which is available for MSDOS computers.

- (4) 3.5" disk version for IBM PS/2 model 25 & model 30, and Tandy 1000 series.
- (5) Please note: 80286 based machines, such as the IBM AT & AT type compatibles are not compatible with DesignWare & EduWare programs, unless noted.
- (6) IBM version compatible with AT(80286) style machines. Apple version available in 3.5" //gs disk format.
- (7) Millionaire, Tycoon, Baron, and Squire are also available for the Apple Macintosh 128k, 512k, Plus, SE, and the Macintosh //. The SRP is \$9.95 for each.

- † Screen dumps only
- \* Requires Apple //c enhanced, or Apple //gs.
- 3.5 //gs only requires 768k.

Finally, please note that these system specifications may change as we improve our products to better serve your needs. If you have any questions about compatibility or system requirements that are not covered here, please call us at 415 546-1866. We'll be happy to help you.

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## The one dinosaur program with three *dino-mite* activities!



**Survive** as a Brontosaurus, Stegosaurus or Tyrannosaurus Rex in this learning game with multiple skill levels. Walk through forests, swamps and mountains. Eat the right foods along the way. Avoid predators. And watch for natural disasters. Everything you do affects the delicate ecological balance. So watch variables like *vegetation*, *herbivores*, and *carnivores*. And see if you can live long enough to win a certificate to the Dinosaur Hall of Fame.



**Create** prehistoric giants from a collection of fossilized dinosaur bones. Select a head, neck, body and tail from the museum files. Then put them all together. Give your new creation its own special name. And print it out complete with palæontological information.

**Print** out 12 different dinosaurs. Each complete with descriptions and information. Select from 3 sizes: report, poster or jumbo. Color or paint them. Hang or frame them. Even make your own dinosaur book!



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Excellence in Software  
Award for Best  
Educational  
Program.

